

What is claimed:

1. A system for delivering an interactive application to one or more users of a communications network, comprising:
 - an interactive application adapted to the communications network;
 - a user access device adapted to receive said interactive application;
 - control means for establishing parameters under which said interactive application is rendered on said user access device; and
 - mediation means for establishing terms for the interaction between the at least one user and other users and the communications network.
2. The system of Claim 1, wherein the communications network further comprises a wireless communications network.
3. The system of Claim 1, wherein said user access device is selected from the group consisting of: a wireless phone, a personal digital assistant, a pager, and an email device.
4. The system of Claim 1, wherein said interactive application comprises more than about three degrees of freedom.
5. The system of Claim 1, wherein said interactive application resides on said user access device.
6. The system of Claim 1, wherein the latency related to the delivery of said interactive application is less than about 200ms.
7. The system of Claim 1, wherein the communications network further

comprises a wireless communications network and said interactive application is transmitted between said user access device and the wireless communication network at less than full frame rate.

8. A method for synchronizing delivery of an interactive application to one or more users of wireless access devices over a wireless communications network further comprising a game server, comprising the steps of:

initiating a connection between the wireless access device and the game server over the wireless communications network;

synchronizing the each of the wireless access device(s);

synchronizing the game server; and

facilitating access to the interactive application by the user(s).

9. The method of Claim 8, wherein said step of initiating a connection between the wireless access device and the game server further comprises the steps of:

logging on to the system;

locating other users;

retrieving player information about the users located; and

retrieving game information.

10. The method of Claim 8, wherein said step of synchronizing the access devices further comprises the step of supplying state information to a synchronization check timer that cooperates with a game timer to determine the interval(s) at which the network synchronizes the access devices.

11. The method of Claim 10, further comprising the steps of:
activating the interactive application;

when said game timer equals said synchronization timer, requesting state information from all users relative to game information and testing whether there are any differences in the state of play between users;

if no differences between state of play are detected, delivering the users back to the interactive application; and

if differences in state of play are detected, determining and transmitting state adjustments to the affected one or more user access device(s) to synchronize all state machines.

12. The method of claim 11, further comprising the step of smoothing the transition to the adjusted state of play.

13. A method for controlling the delivery of an interactive application to one or more users of wireless access devices over a wireless communication network, further comprising a game server, during an interactive application session, the method comprising the steps of:

initiating the interactive application session;
matching skill levels of the one or more users;
accommodating capabilities of the wireless access devices of the one or more users; and
facilitating game play.

14. The method of Claim 13, wherein the step of matching skill levels of the one or more users further comprises the steps of:

retrieving information and playing history for each of the one or more users;
retrieving game information;
determining the skill level of each of the one or more users;
notifying each of the one or more users of the other users respective skill levels; and

determining whether each of the one or more users wishes to continue with the interactive application session.

15. A method for controlling the delivery of an interactive application to one or more players using access devices over a wireless communications network, further comprising a game server, comprising the steps of:

initiating the interactive application;

locating other potential players;

retrieving information about the potential players, retrieving game information, determining the skill level of the players, notifying the potential players of the skill levels of other potential players, and requesting each player if they wish to continue;

evaluating and resolving any differences between the user's respective access devices and the network by querying the access devices regarding their capabilities, and evaluating the capabilities of each users' access device;

evaluating and resolving any differences between the users' respective connections;

determining common capability and connection parameters and enabling the common capability and connection parameters that are determined; and

initiating the interactive application.

16. The method of Claim 15, further comprising the step of determining a common user capability set based on at least one factor selected from the group consisting of: processor capabilities, signal strength, video capabilities, and latency of the user(s) respective access devices.

17. A method for mediating the delivery of an interactive application to one or more players using access devices over a wireless communications network, further comprising a game server, comprising the steps of

initiating an interactive session;

locating potential players; and

facilitating play of the interactive application.

18. A method for controlling the delivery of an interactive application to one or more players using access devices over a wireless communications network, further comprising a game server, comprising the steps of:

- logging on to the system;

- locating potential players by retrieving player information and past history, retrieving game information, retrieving device information, and determining whether or not the device can provide location information;

- if the device or network does not comprise means to locate the wireless access device proceeding to the step of enabling game play;

- retrieving location information from the respective devices, determining whether or not the devices are close enough to initiate peer-to-peer play and if they are not, proceeding to the step of enabling game play;

- determining whether the devices are capable of peer-to-peer play and if they are not, proceeding with the step of enabling game play;

- setting up peer-to-peer communications; and

- enabling game play.

19. The method of Claim 18, further comprising the step of uploading game and player detail to the game server.